

Lifecycle

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Title: Lifecycle

Genre: Arcade

Style: 2D, Pixelart, Top down

Platform: PC

Market: Casual players worldwide

Elevator Pitch: Simple 5 min game which simulates life cycle of a bee in which player can experience various possible roles in hive. It's focus player group will be small children or school lessons. They will learn about the beautiful life of hardworking buzzers simple and enjoyable way.

The Pitch

Introduction

The goal is to make game for children to learn about the life cycle of a bee in a simple game. In the game players will take a role of a bee in various stages of its life.

Background

The idea for creating a game revolving around bees came to me when my father built two hives on our garden and started to take care of them. It was so interesting to observe them at work. We also had a book at home that described bees life and had many illustrative pictures. Their life and behaviour is so interesting yet simple. I wanted to make a simple game that would show this to more people and also will educate them about the irreplaceable role of bees in our agriculture.

Setting

The game is set in a vibrant and dynamic beehive, showcasing the intricate life of bees. Players will explore different sections of the hive, from the bustling activity of the worker bees to the serene environment of the honeycomb. The hive serves as the central hub where players can navigate through various stages of a bee's life cycle. Players will also take a role of a bee worker while collecting pollen on a meadow.

Features

The game provides an immersive and educational experience, allowing players, especially children, to learn about the life cycle of bees in a fun and interactive way. Players can take on different roles within the hive, starting as a larva and progressing through stages such as pupa and adult bee. Each stage comes with unique challenges and tasks. Interact with the hive environment, including gathering nectar, building honeycombs, and participating in hive activities. Discover the challenges bees face in the real world, such as pollination and threats to their habitat. Engaging pixel art and top-down view provide a visually appealing experience, making the game accessible and enjoyable for players of all ages.

Genre

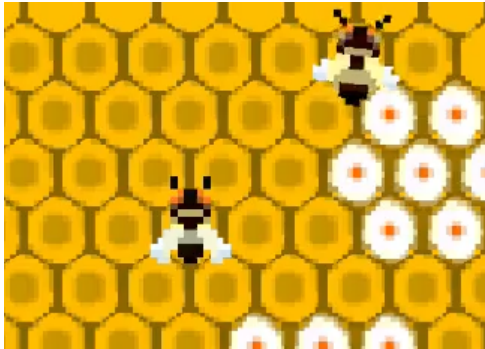
It will be simple arcade-like game. Top down simple action repeatable game.

Platform

PC and the game should be for free and downloadable from web. This way it will accessible for the most people and especially children.

Style

The game will be from top down view. It's styling will be as simple as possible to achieve the best understanding for widest range of players. Pictures below show possible interpretaions of 2 stages. One in bee hive and the other outside on a meadow.



(a) Stage 1



(b) Stage 2